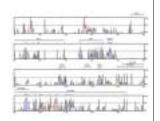
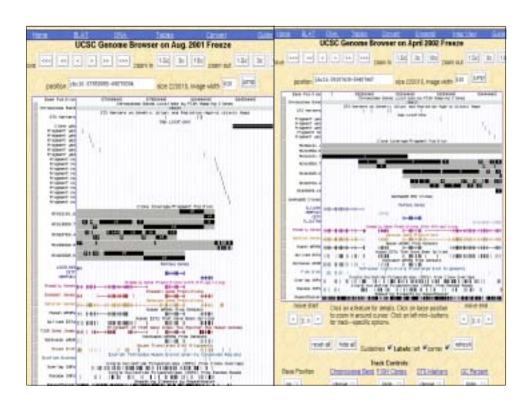
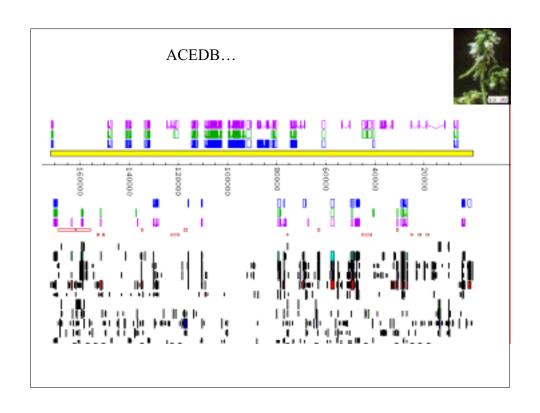


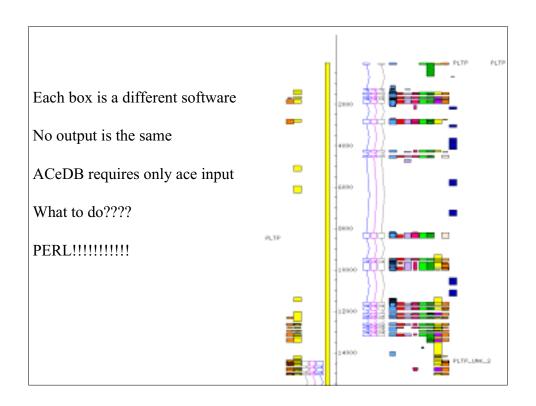
How do we make a vista?

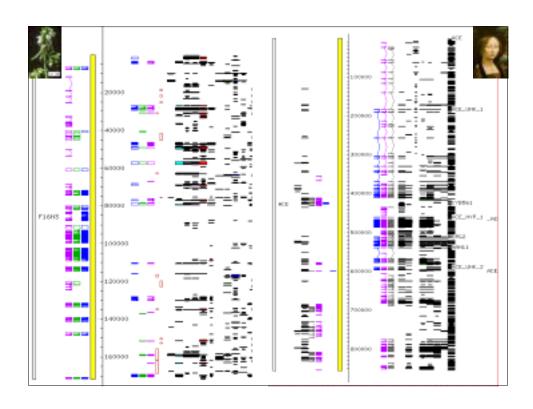


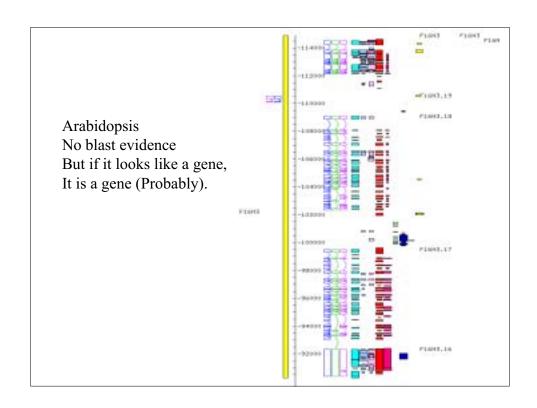
- Need finished human sequence
- Human sequence must be annotated
- Need to sequence and assemble second sequence
- Run alignment get 1 vista
- Total time 1 to 2 weeks
- Godzilla browser- region in seconds
- Is what I do any better?

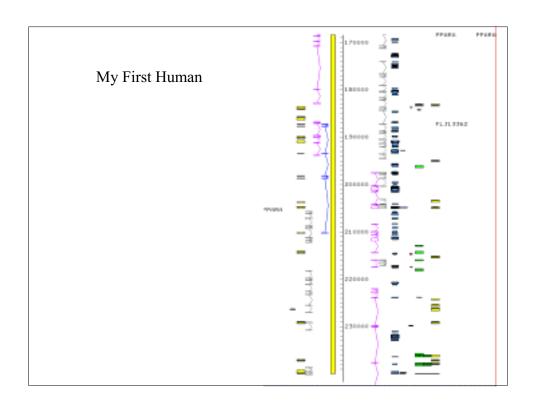


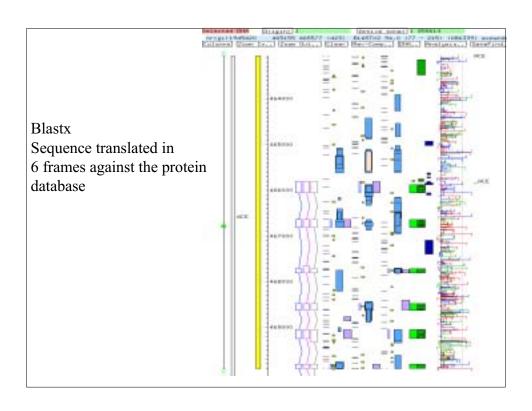


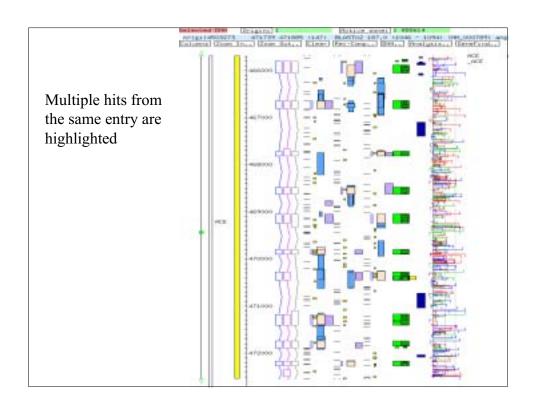


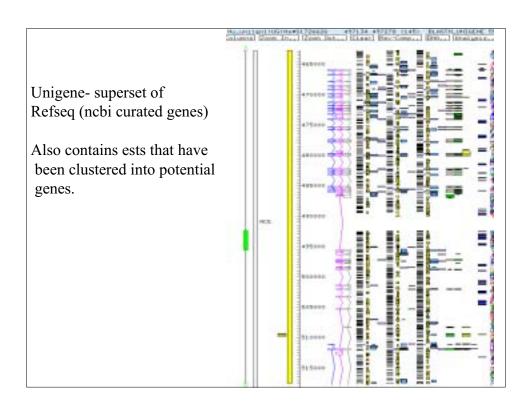


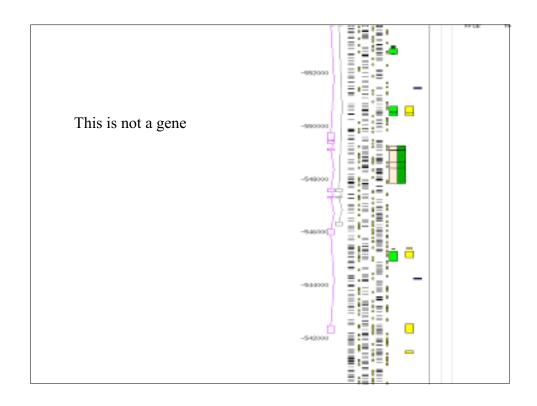


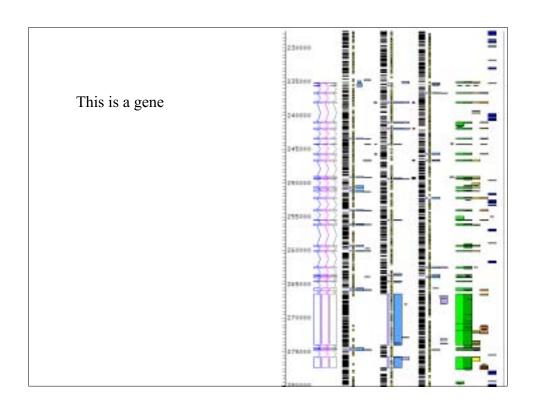




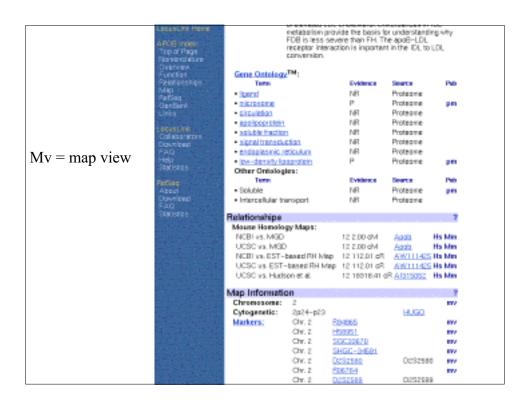


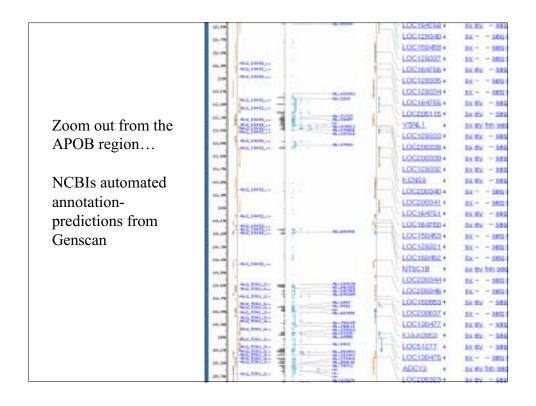


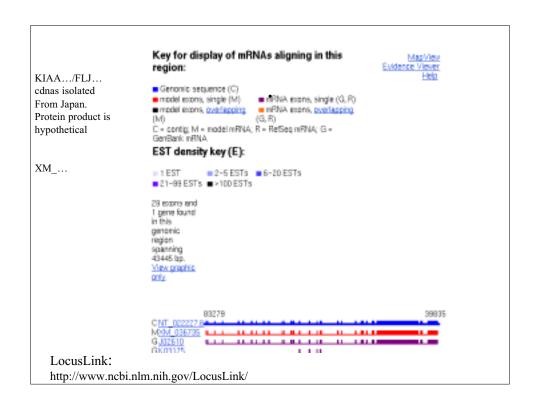


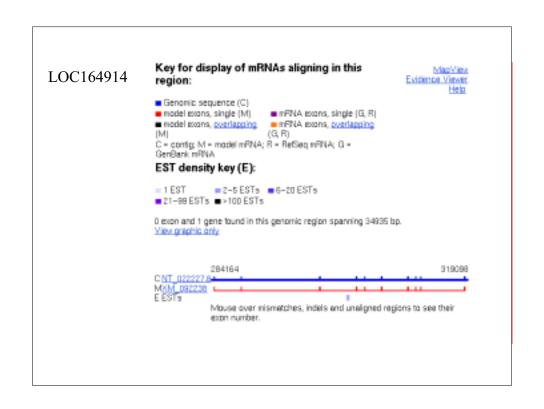


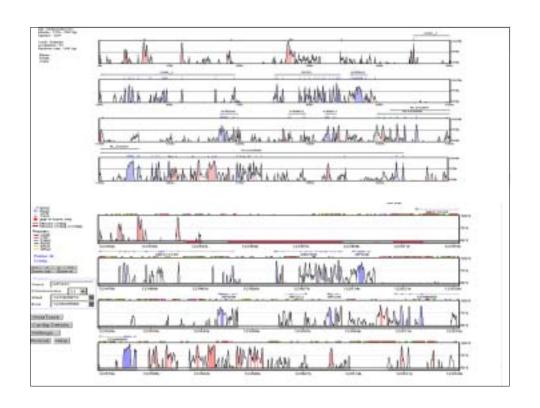


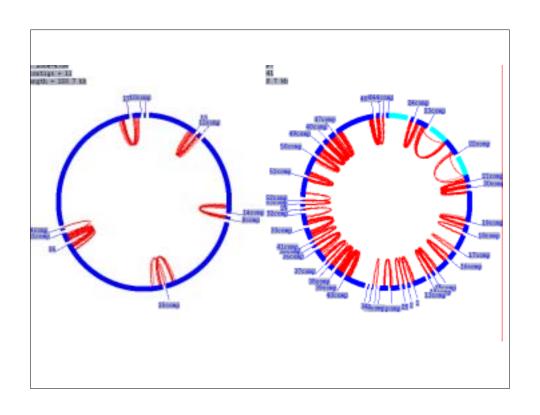


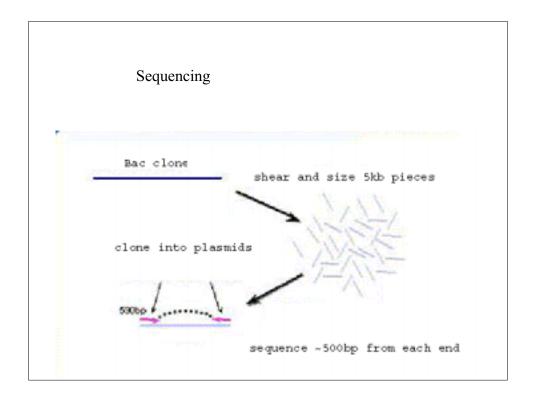




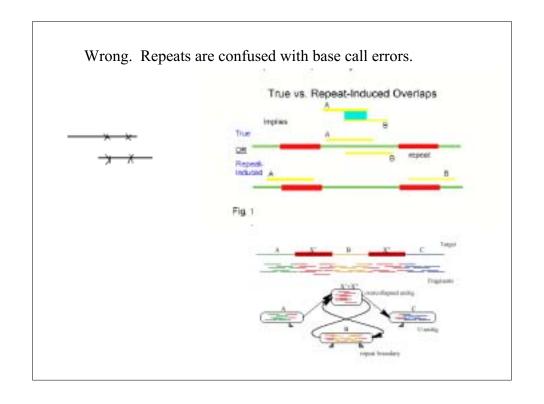






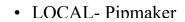


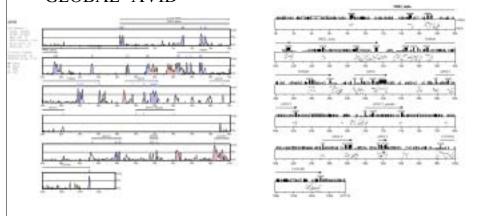
Assembly: for example Phrap Overlapping reads All groups of overlapping sequence make up one contig Larger structures called supercontigs can be made by connecting the paired-ends over the sequence gaps These are perfect overlaps. The computer can figure these out easily. Simple right?



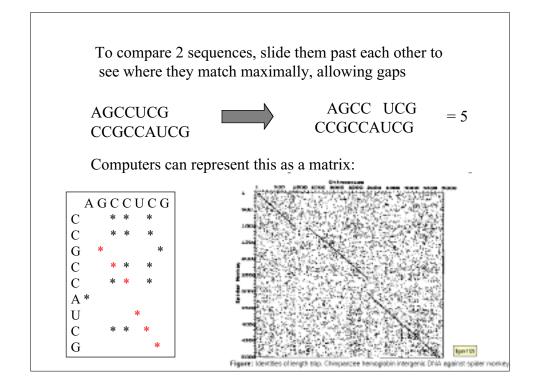
Alignment Method

• GLOBAL- AVID





Both use "heuristics" to approximate either a "real" global or local alignment.



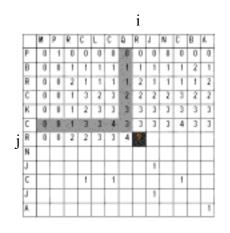
Needleman-Wunsch in 5 minutes The "real thing" global alignment



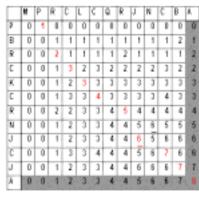
The math says, take the max of either:

the diagonal plus the match the row one down plus the match the column one down plus the match

Add the 4 plus one for the match = 5



It looks like: $H_{ij} = \max(H_{i-1,j-1}) + s(A_i, b_i),$ $\max(H_{i-k,j-1}) + s(A_i, b_i),$ $\max(H_{i-k,j-1}) + s(A_i, b_i),$ You then look for the highest Score. It will always be in the Last row or column. Since you have kept track of where you came from, you can just "traceback" to the other end. This gives you a global alignment of two sequences, it is the maximal score for those two sequences, allowing all gaps.

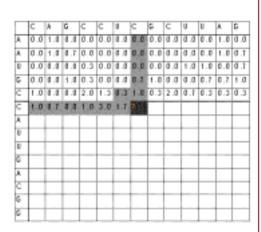


MP-RCLOQR-JNCBA | || | | | | | -PBRCKC-RNJ-CJA

Smith -Waterman: Local

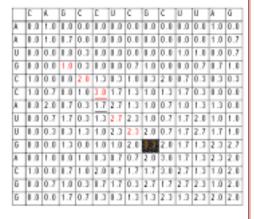
Same algorithm, with one exception, you get a penalty when you move off the diagonal

This means that gaps are not free. For each square away, you are Penalized 1/3 in this case.

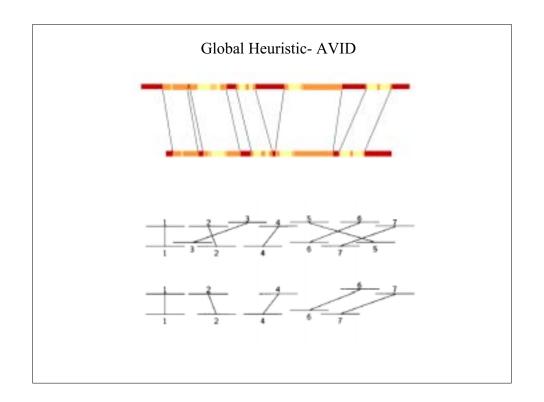


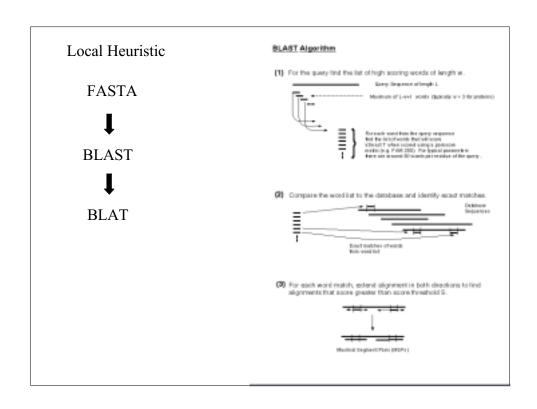
This means that you can get a negative score. If you get a negative score, it stays 0, and you stop.

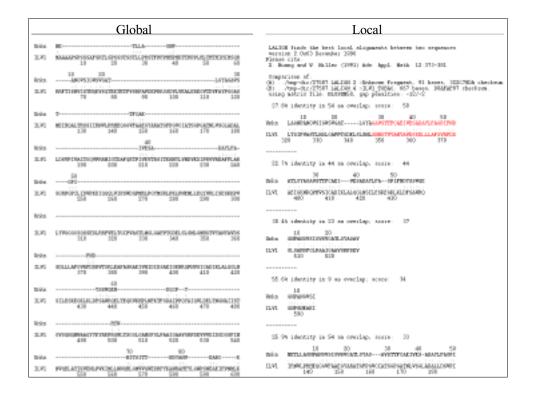
What happens is that you end up with a maximal score anywhere within the two sequences, you don't have to go to the ends.

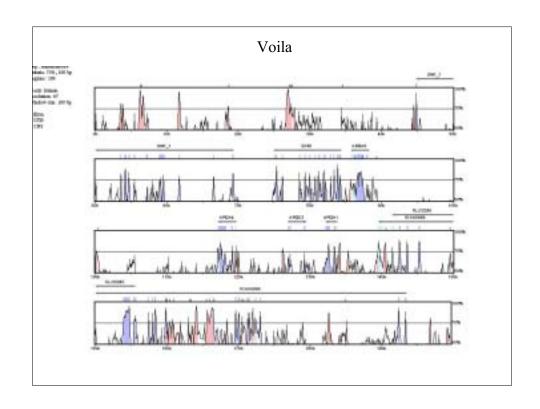


GCC-UCG GCCAUUG









Aknowledgements:

Eddy Rubin Inna Dubchak Jan-Fang Cheng My friends in the Rubin lab